NINTENDO

CHRONICLES CURSE OF THE ANCIENT TEMPLE INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

▲WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such
 as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop
 playing and see a doctor.

▲WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- . Do not expose battery to excessive physical shock, vibration, or liquids.
- · Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related Nintendo products.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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CHRONICLES OF MYSTERY: CURSE OF THE ANCIENT TEMPLE

Thank you for purchasing the game "Chronicles of Mystery: Curse of the Ancient Temple". Please remember that the game is meant only for the NINTENDO DS system. Please read this instruction manual carefully.

Solve various riddles and puzzles in order to discover the ancient secret of the Gozo island!



INSTALLING THE GAME

This game is meant only for the Nintendo DS ™ system.

Insert the "Chronicles of Mystery: Curse of the Ancient Temple" GAME Card into your Nintendo DS™.

Press the POWER Button.

When the "Touch to Start" command appears on-screen, touch the Touch Screen with the stylus.



CREATING YOUR PROFILE

Using the stylus, choose "CREATE PROFILE".





Next, choose the name for your profile by tapping the letters on the typewriter on the screen. Remember that the name you choose will be with you until you finish playing the game.

Confirm your choice by tapping the large arrow visible on the typewriter (at the bottom of the keys).

CHOOSING GAMEPLAY MODE

The game offers you two separate gameplay modes: RELAXED and NORMAL.

- The RELAXED mode allows you to enjoy the game without employing time limits or score system.
- The NORMAL mode limits the time of the game and allows you to gain points, which are noted in the HIGH SCORE tables. Some AWARDS (see AWARDS section) can only be gained in this mode.

Once you decide on the mode, tap the appropriate mode name. Remember! If you want to change the gameplay mode, you will have to start the game anew, so make sure you pick the one you really want.



GAMEPLAY TYPES

The game offers you several different ways in which you can explore the world of "Chronicles of Mystery". Each of those is a different type of gameplay, that will provide you with many hours of fun and entertainment.



STORY

This type is the basic and most developed element of the COM game. It allows you to explore the plot of the game, as well as gain access to additional elements of the world, such as "Minigames" or the "Hidden Object" mode.

The true secret of Gozo is waiting to be uncovered by you. Meet the protagonists and explore the ancient history of Malta. A world of riddles and forgotten ruins is waiting for you.

HIDDEN WORLD

This is a completely different type of gameplay, based on looking for hidden items. It is systematically unblocked during the "Story" gameplay. The special items found while playing will allow you to uncover new



locations and new items hidden within. Find the secret treasure and places – gain as many points as you can.

MINIGAMES



This type offers a set of several dozen minigames which you can play in order to gain points. All the games you complete in the "Story" mode will appear here. You can play them as many times as you like, gaining a higher score. The best score will be noted.

AWARDS

Every explorer chances upon treasure. You can gain it too! In the AWARDS tab, you will learn what to do in order to expand your collection of unique items. Win all the trophies of the "Chronicles of Mystery" world.



OPTIONS

In this menu, you can change your profile (remember that creating a new profile will erase your previous one – you will not be able to retrieve it) and start the game anew. You can see who created the game "Chronicles of Mystery: Curse of the Ancient Temple". You can turn off the music and sounds, as well as tune the sensitivity of your microphone. And that's all, folks! Good luck and have fun.



LIMITED WARRANTY

City Interactive USA Inc. warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. City Interactive USA Inc. products are sold "as is", without any expressed or implied warranties of any kind, and City Interactive USA Inc. is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, City Interactive USA Inc agrees to either replace defective product free of charge provided you return the defective item with the dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

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TECHNICAL SUPPORT

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